

```

DDDDDDDDDDDDDDDD    CCCCCCCCCCCCCC    XXXX          XXXX
DDDDDDDDDDDDDDDD    CCCCCCCCCCCCCC    XXXX          YXXX
DDDDDDDDDDDDDDDD    CCCCCCCCCCCCCC    XXXX          XXXX
DDD              DDD   CCC               XXXX          XXXX
DDD              DDD   CCC               XXXX          XXXX
DDD              DDD   CCC               XXXX          XXXX
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DDD              DDD   CCC               XXXX          XXXX
DDD              DDD   CCC               XXXX          XXXX
DDDDDDDDDDDDDDDD    CCCCCCCCCCCCCC    XXXX          XXXX
DDDDDDDDDDDDDDDD    CCCCCCCCCCCCCC    XXXX          XXXX
DDDDDDDDDDDDDDDD    CCCCCCCCCCCCCC    XXXX          XXXX

```

MM		MM	DDDDDDDD		LL
MM		MM	DDDDDDDD		LL
MMMM		MMMM	DD	DD	LL
MMMM		MMMM	DD	DD	LL
MM	MM	MM	DD	DD	LL
MM	MM	MM	DD	DD	LL
MM		MM	DD	DD	LL
MM		MM	DD	DD	LL
MM		MM	DD	DD	LL
MM		MM	DD	DD	LL
MM		MM	DD	DD	LL
MM		MM	DD	DD	LL
MM		MM	DD	DD	LL
MM		MM	DDDDDDDD		LLLLLLLLLLLL
MM		MM	DDDDDDDD		LLLLLLLLLLLL

DCX Public Structure Definitions

Version 'V04-000'

```
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Item list definitions

\$STRUCT DCX

```

C      <,1,1          ; Special items
      LIST            ; Sublist of items
      >
C      <,,257,1       ; Base for bit item codes
      BOUNDED         ; Bounded compression bit
      ONE_PASS        ; One analysis pass bit
      >
C      <,513,1        ; Base for Longword item codes
      EST_RECORDS     ; Estimated number of records
      EST_BYTES       ; Estimated number of data bytes
      >
E
```

DCX map structure definition

```

This is a public structure whose interpretation must be preserved
across new releases of VMS.

```

\$STRUCT DCXMAP

```

F      SIZE,L      : Length of map
F      VERSION,W   : Version number
C      <
      VERSION,C    : Current version number
      >
F      W           : Sare
F      SANITY,L    : Sanity check longword
C      <
      SANITY,1542824871 : Sanity check value
      >
F      FLAGS,L     : Flags longword
V      <
      UNIVERSAL     : Universal mapping
      >
F      NSUBS,W     : Number of sub-maps which follow
F      SUBO,W      : Offset of initial sub-map
F      LENGTH      : Length of fixed map area
E

$STRUCT DCXSBM

F      SIZE,W      : Size of submap
F      MIN_CHAR,B  : Minimum character represented
F      MAX_CHAR,B  : Maximum character represented
F      ESCAPE,B    : Escape character
F      ,B          : Flags byte
V      <
      ESCAPE        : Escape cell valid
      UNBOUNDED     : Unbounded encoding here
      >
F      FLAGS,W     : Offset of flag bits vector
F      NODES,W     : Offset of nodes vector
F      NEXT,W      : Offset of next sub-map index vector
F      LENGTH      : Length of fixed sub-map area
E

```


